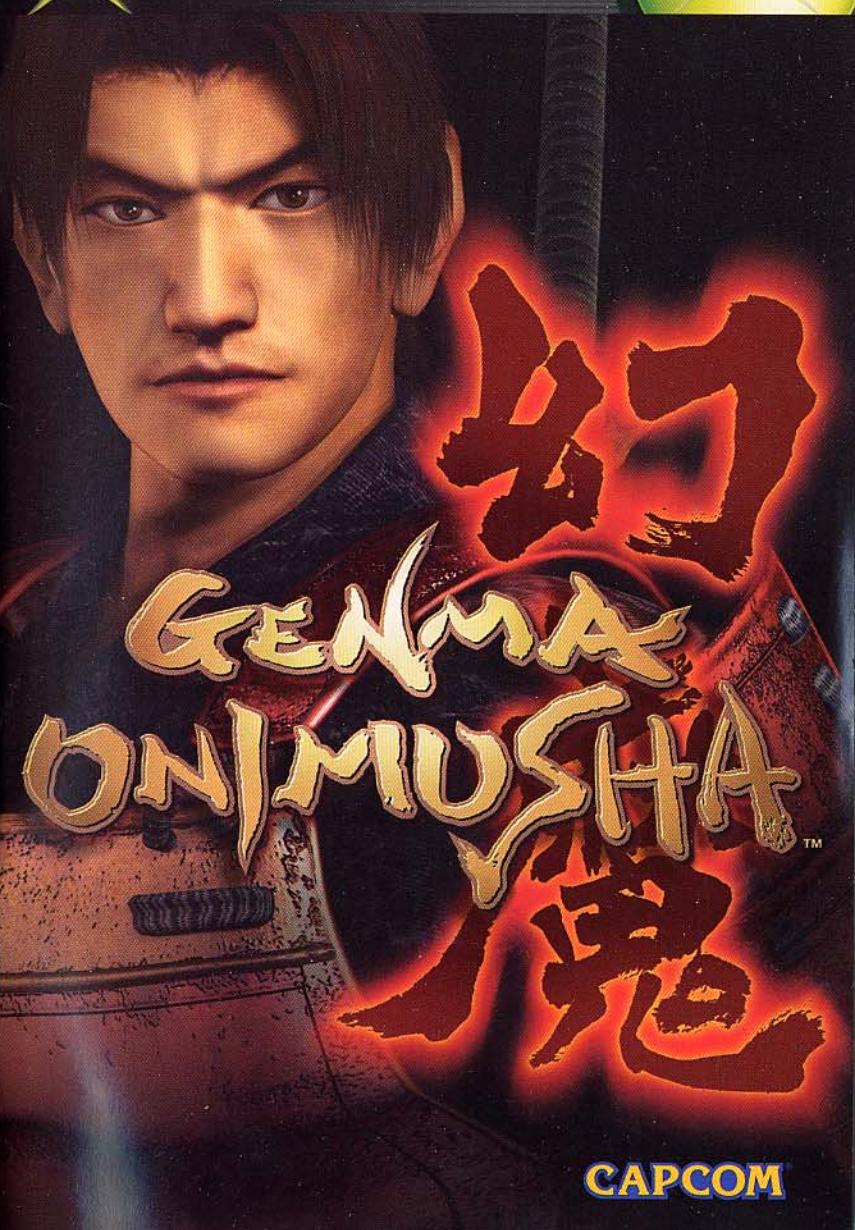




**CAPCOM**  
capcom.com



Capcom Entertainment, Inc. 475 Oakmead Parkway, Sunnyvale, CA 94085  
©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A. INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. GENMA ONIMUSHÄ and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. Composed by e-Manzuru Samuraguchi. Character Sanmanosuke Akechi created by e-Manzuru Samuraguchi. Guest Creator: Takeshi Kaneshiro. Uses Brink Video. ©1997-2001 by RAD Game Tools, Inc. Dolby and the double-D symbol are trademarks of Dolby Laboratories. The ratings icon is a registered trademark of the Interactive Digital Software Association. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

**CAPCOM**



## SAFETY INFORMATION

### ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

### OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.



## CAPCOM

### A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting GENMA ONIMUSH'A™ for your Xbox™ video game system from Microsoft. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

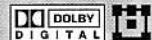
CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94085

© CAPCOM CO., LTD. 2002.

© CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. GENMA ONIMUSH'A and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. Composed by © Mamoru Samuragochi. Character Samanosuke Akechi by © Fu Long Production. Guest Creator: Takeshi Kaneshiro. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a registered trademark of the Interactive Digital Software Association.



### CAPCOM EDGE HINT LINE

Hints are available:

**1-900-976-EDGE** (1-900-976-3343)

\$0.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission.

Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

### CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at [megamail@capcom.com](mailto:megamail@capcom.com) for technical help or to find out what's new at CAPCOM!

**REGISTER ONLINE AT [WWW.CAPCOM.COM](http://WWW.CAPCOM.COM)**

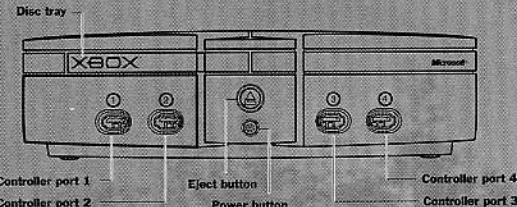
## CONTENTS

Setting Up	2
Destiny	4
The Players	6
Starting the Game	9
Basic Controls	10
Actions	11
Status Screen	12
Souls	14
Inventory	16
Items	18
Enhancing Items & Orbs	19
Game Over	20
Saving a Game	20
Option Mode	21
Sounds of Onimusha	22
All Things Capcom	23
Capcom Edge	24



## SETTING UP

### USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the GENMA ONIMUSHATA disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing GENMA ONIMUSHATA.

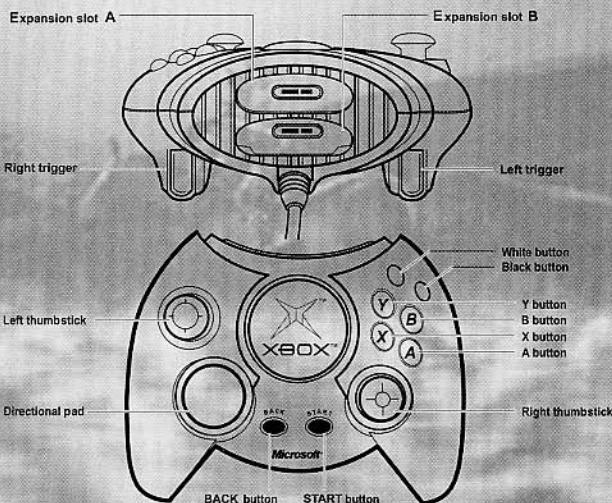
### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

# GENMA ONIMUSHATA

### USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play GENMA ONIMUSHATA.
4. See page 10 for game controls.

# 幻魔 DESTINY

## EIROKU 3 (AD 1560) SUMMER ...

Yoshimoto Imagawa, a powerful warlord of Suruga, leads an immense army from Suruga toward Kyoto (in those days the capital of Japan). Yoshimoto's ambition is to unify Japan and crown himself its sole king. On the march, the army halts on the plain of Okehazama in Owari to rest for the night. This changes Yoshimoto's — and Japan's — destiny forever.

A troop of only 2,000 soldiers, led by Nobunaga Oda, a warlord of Owari, makes a surprise attack on Yoshimoto's camp. In a desperate battle, Nobunaga's legions defeat the invaders and slay Yoshimoto. (This historical event is known as the Battle of Okehazama.)

Just as Nobunaga is exulting in his victory, an arrow from one of Yoshimoto's soldiers pierces his throat. He falls to the ground in a death struggle.

A young man watches this from a remote hill. His name is Samanosuke Akechi. He is marked by destiny ...

## ONE YEAR LATER ...

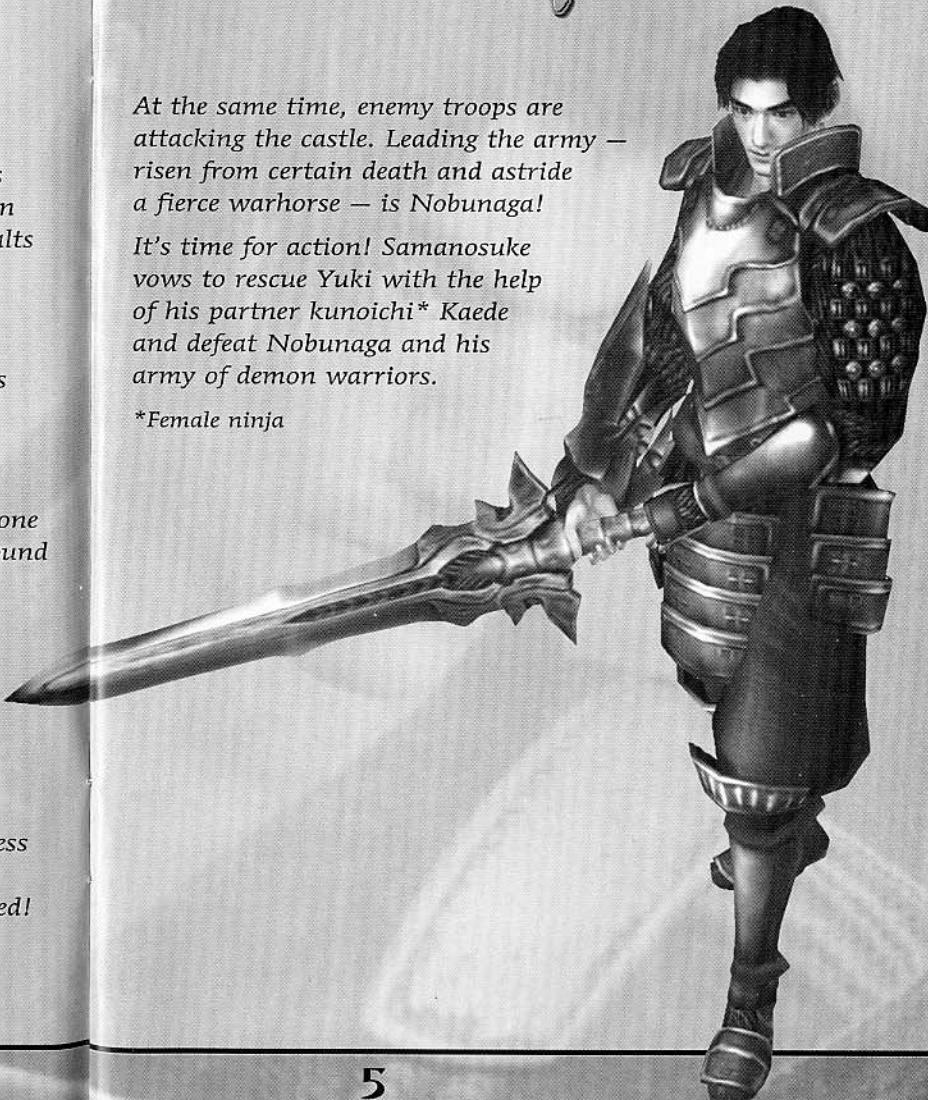
Strange incidents are occurring in Inabayama Castle in the Mino prefecture. Soldiers and workers are disappearing without a trace. Worried by these inexplicable events, Princess Yuki sends a plea for help to Samanosuke. At once, he races to the castle. But he arrives too late. Yuki has been kidnapped!

# GENMA ONI MUSHA

*At the same time, enemy troops are attacking the castle. Leading the army — risen from certain death and astride a fierce warhorse — is Nobunaga!*

*It's time for action! Samanosuke vows to rescue Yuki with the help of his partner kunoichi\* Kaede and defeat Nobunaga and his army of demon warriors.*

\*Female ninja



# 幻魔

## THE PLAYERS

**SAMANOSUKE AKECHI**  
(24 years old)

A master swordsman who travels across Japan seeking his rival. Often perceived as a passionless soldier because of his quiet ways, Samanosuke is actually a hot-blooded warrior with a noble sense of justice.



**KAEDE**

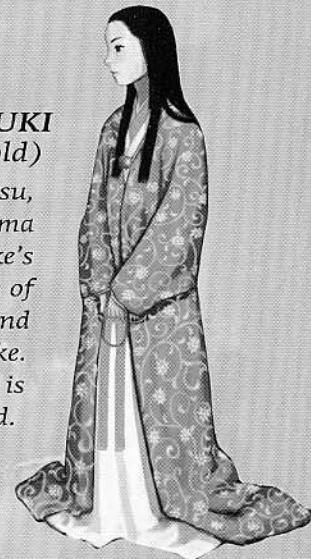
An expert kunoichi (female ninja), Kaede was originally sent by the Iga ninjas to assassinate Samanosuke. Instead, she develops absolute trust in him and joins him as his confidant.

# GENMA'S ONIMUSHAS™

**YUKI**  
(19 years old)

Yuki is the sister of Yoshitatsu, the master of Inabayama Castle and Samanosuke's cousin. She becomes aware of strange events in the castle and sends an SOS to Samanosuke.

But before he arrives, she is mysteriously kidnapped.



**YUMEMARU**  
(12 years old)

An enigmatic orphan discovered by Samanosuke while looking for Yuki in the castle.



# 幻魔



## NOBUNAGA ODA

An exceptional warlord who aspires to unify Japan. With the victory against Imagawa in Okehazama, he rides a tidal wave of success. Though he was once thought dead, Nobunaga's acts have now become extremely heartless and cruel.

## TOUKICHIRO KINOSHITA

Included among Nobunaga's highest ranking generals, Kinoshita has the warlord's complete trust.

Though he has sworn absolute loyalty to Nobunaga, the only thing Kinoshita truly cares about is his own advancement in the ranks of power.



# GENMA ONI MUSHA

## STARTING THE GAME

### MAIN MENU

Press  at the Title screen. The Main Menu will appear. Use the directional pad to select an option and press .

- NEW GAME – Start a new game.
- LOAD GAME – Resume a previously saved game (see "Saving a Game" on page 20).
- OPTION – Adjust various game settings (see page 21). You can also access Option Mode from the Pause Menu by pressing .

### CHARACTER CHANGE

As the adventure proceeds, you will play as Kaede on certain occasions. The controls for playing as Kaede are the same as for Samanosuke, except that Kaede does not have the Ogre's Gauntlet. Kaede shares items with Samanosuke; the items she cannot use are dimmed.

# 幻魔

## BASIC CONTROLS

START

Directional pad

Start game  
Pause/Resume  
Highlight menu selections  
Move character  
Run forward/back  
Rotate/Step right/left (hold R trigger)

L trigger

Block  
Switch Inventory screen display

R trigger

Ready sword  
Switch Inventory screen display

○ + □

Release Ogre Power (see page 15)  
Turn 180°

●

Special Attack

■

Cancel menu selection/Exit menu

×

Attack

▲

Confirm menu selection  
Check/Absorb souls (hold)

Right thumbstick

Display Inventory screen (press in)

Left thumbstick

Display map during play (press in)

- The button setup above is A-TYPE. You can choose from A-TYPE, B-TYPE and C-TYPE in Option Mode (see page 21.)
- To return to the Title screen during play, press **START** to pause, highlight QUIT in the Pause Menu, press **A** and select YES. Your game won't be saved when you do this.

# GENMA ONI MUSHA

## ACTIONS

### BASIC ATTACK

Attack with a weapon or kick the closest enemy. Depending on how long you hold down **X**, the attack will vary up to level 3 (the sword shows the level increasing). If you're using a sub weapon, the attack doesn't change when you hold **X**.

### SPECIAL ATTACK

When an Orb is equipped on the Ogre's Gauntlet and you have the required Magic Power, you can press **Y** to use a Special Attack. A Special Attack requires a certain amount of Magic Power. Power-up a Special Attack to level 3 by enhancing an Orb (see page 19). When an Orb is enhanced, you can use a more powerful Special Attack by holding **Y** longer.

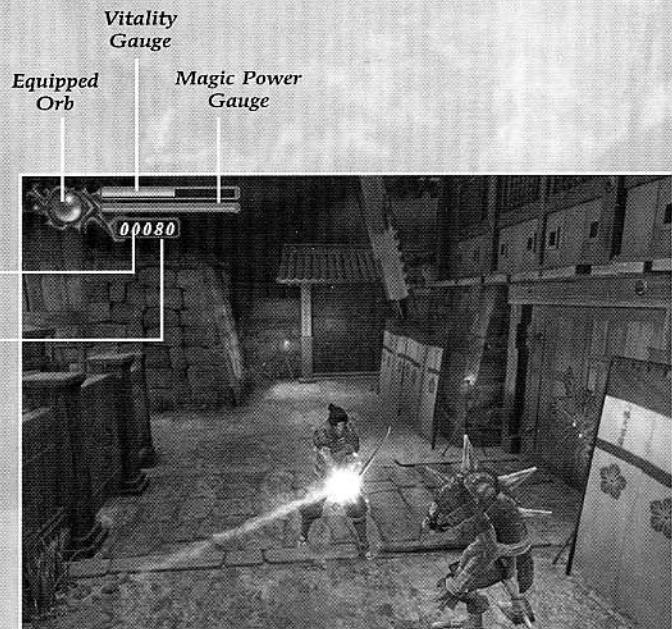
### SUB WEAPONS

You can acquire a bow as an item and equip it for use. You need to equip arrows to use a bow. When a bow is equipped, hold down the R trigger and press **X** to shoot. You can adjust the direction and angle with the right thumbstick.

### BLOCK

When an enemy grabs your character, immediately press the L trigger plus the directional pad **◀/▶** (away from the enemy) to dodge quickly. Your character cannot block certain enemy attacks.

## STATUS SCREEN



### EQUIPPED ORB

The Orb currently equipped is displayed. When your character's Magic Power is low, the Orb blinks quickly.

### VITALITY GAUGE

The color bar decreases when your character is attacked. When this gauge drains, your game is over.

### MAGIC POWER GAUGE

The color bar decreases when you use Special Attacks (see page 11).

### SOUL COUNTER

A number is displayed when your character absorbs a soul (see page 14). Numbers in red are points of the soul; numbers in yellow are successive bonus points. Negative numbers in green show that your power is low. In this case, find and absorb more souls as soon as possible.

### GREEN SOUL GAUGE

(Around Soul Counter) If you absorb five green souls, you can release Ogre Power, which makes your character invincible for awhile and restores some vitality.

# 幻魔 SOULS

When your character defeats an enemy, a soul may appear. There are four colors of souls, each with a different effect:

- **RED SOUL** – Enhances the Ogre's Gauntlet or an Orb.
- **BLUE SOUL** – Increases your character's Magic Power.
- **YELLOW SOUL** – Increases your character's vitality.
- **GREEN SOUL** – When your character absorbs five of these, you can release Ogre Power.

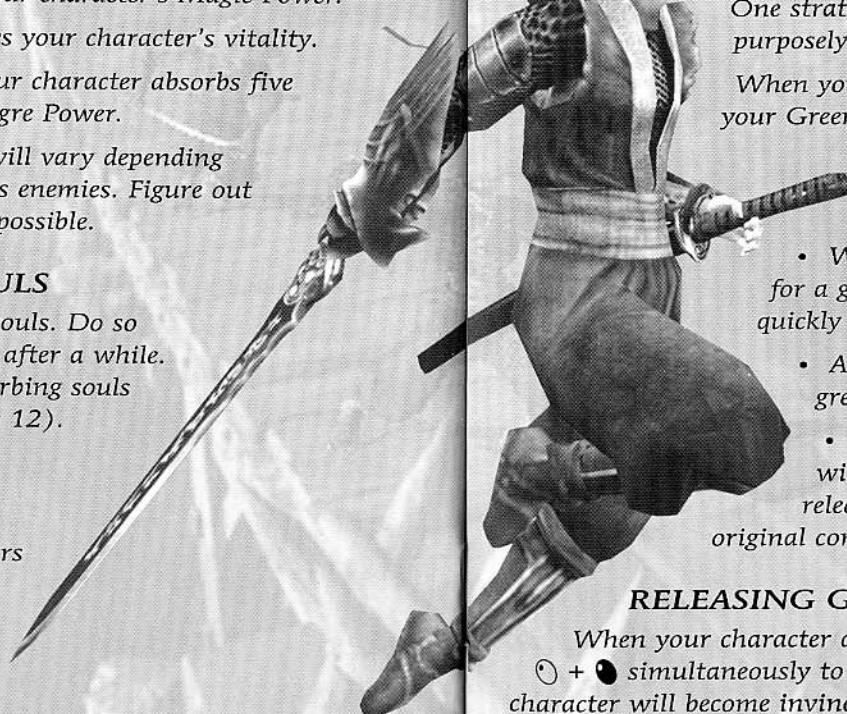
**Note:** The amount of souls will vary depending on how your character defeats enemies. Figure out how to get as many souls as possible.

## HOW TO ABSORB SOULS

Hold down **A** to absorb the souls. Do so quickly, since souls disappear after a while. You can see the result of absorbing souls in the Soul Counter (see page 12).

## COMPETING FOR GREEN SOULS

A green soul sometimes appears when your character attacks or is attacked. Green souls are special and enemies can also absorb them.



# GENMA ONIMUSHAS™

If an enemy absorbs a green soul, the enemy becomes more powerful and aggressive. However, the enemy will also drop more souls when it is defeated. One strategy is to defeat an enemy after purposely letting it absorb a green soul.

When your character absorbs a green soul, your Green Soul Gauge increases by 1.

When your character absorbs five green souls, you can release Ogre Power.

- When you compete with an enemy for a green soul, you can absorb it more quickly by rapidly pressing **A**.
- An enemy can absorb only one green soul.
- If you hit a powered-up enemy with a level 3 basic attack, it will release a green soul and return to its original condition.

## RELEASING GREEN SOULS

When your character absorbs five green souls, press **○ + ●** simultaneously to release Ogre Power. Your character will become invincible for awhile and regain some vitality. If you absorb a green soul while releasing Ogre Power, the Ogre Power will be extended.

# 幻魔

## INVENTORY

Press in the right thumbstick to display your character's Inventory. Press the L and R triggers to toggle between different sections of the Inventory.

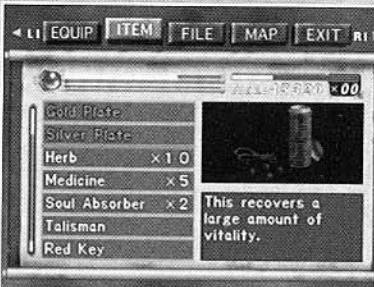
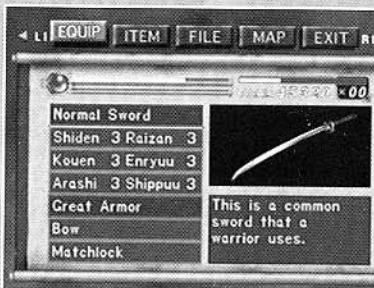
Note: When your character cannot use an item, the item is dimmed.

### EQUIP

This screen appears first when you display the Inventory. It shows the weapons and armor you have acquired. Use the directional pad to highlight an item and press **A** to use/equip it.

### ITEM

Press the L or R trigger in the Inventory to display the Item screen. Use the directional pad to highlight an item and press **A** to use/equip it.



# GENMA ONIMUSHAA

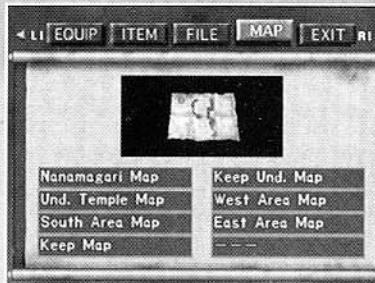
### FILE

Press the L and R triggers in the Inventory to display the File screen to view the files you have acquired. Highlight a file and press **A** to read it. While reading a file, scroll the text with the directional pad.

### MAP

Press the L and R triggers in the Inventory to display the Map screen to view the maps you have acquired. Highlight a map and press **A** to see its details.

Note: You can also check your current location by pressing in the left thumbstick during gameplay.



### RETURN TO GAMEPLAY

To return to the gameplay screen, press **B** or highlight EXIT in the Inventory and press **A**.

# 幻魔

## ITEMS

### HERB

Restores your character's vitality by a small amount.

### MEDICINE

Restores your character's vitality by a large amount.

### OGRE'S GAUNTLET

Entrusted to Samanosuke by the Ogre tribe, this glove contains the power to defeat demons and seal their souls.

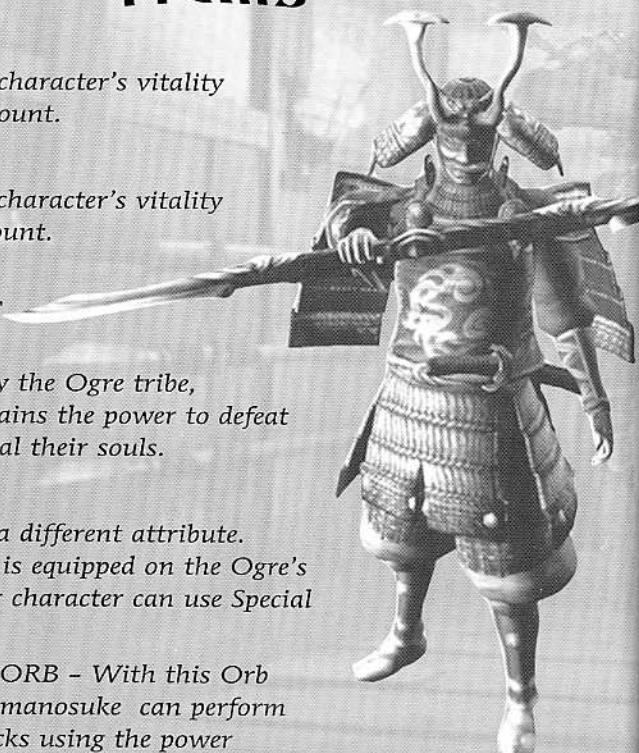
### ORB

Each Orb has a different attribute.

When an Orb is equipped on the Ogre's Gauntlet, your character can use Special Attacks.

- THUNDER ORB - With this Orb equipped, Samanosuke can perform Special Attacks using the power of thunder.
- POWER JEWEL - Samanosuke's vitality increases.
- MAGIC JEWEL - Samanosuke's Magic Power increases.

Many other orbs and items appear as you advance in the adventure. It's to your advantage to find them and figure out how to use them.



# GENMA ONIMOSHA

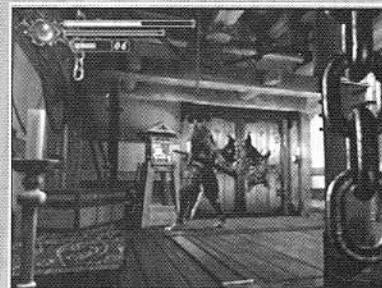
## ENHANCING ITEMS & ORBS

Check one of the Magic Mirrors located in various places throughout the game.

Select ENHANCE to display the Enhance screen. Here you can enhance such items as Orbs (for weapons and Special Attacks) and herbs by distributing the power of red souls stored in the Ogre's Gauntlet.

1. Choose an item to enhance.
2. Press **A** to distribute souls. The longer you hold down **A**, the more souls you can distribute.

3. Release **A** to end.



# 幻魔 GAME OVER

Your game is over when your character's vitality drains to zero by enemy attacks, or your character is caught in a critical trap. After your character is defeated and your game is over, the Title screen will appear. If you want to continue the game, choose CONTINUE and play on from the point where you last saved your game (see below).

## SAVING A GAME

To save your game, find Magic Mirrors located in various places in the game. Walk up to a Magic Mirror and check it (press **A**). You will be given the opportunity to save.

- Do not turn off your Xbox or press the eject button or remove the Xbox Memory Unit or Xbox Controller while saving or loading. Doing so may destroy saved files.
- This game requires 8 blocks of free space in order to save a game.

Note: On the save screen, a broken Xbox Memory Unit is shown in red and a full Xbox Memory Unit is shown in yellow. If you try to choose either image, a warning message appears.

# GENMA ONIMUSHI<sup>TM</sup> OPTION MODE

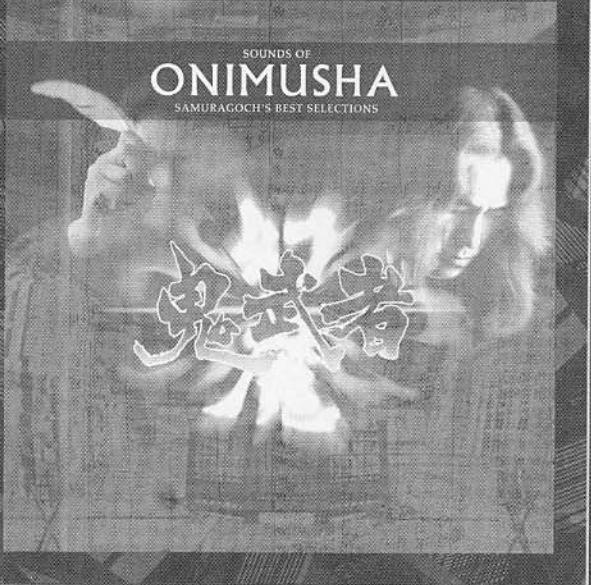
To display the Option screen, select OPTION from the Main Menu or the Pause Menu. Press the directional pad **↑/↓** to select an option; press **◀/▶** to change the setting or press **A** to see a submenu.

- LANGUAGE - Choose ENGLISH or JAPANESE. (Available only from the Main Menu Option Mode.)
- SUBTITLE - Choose ENGLISH or JAPANESE. (Available only from the Main Menu Option Mode.)
- SUBTITLE DISPLAY - Turn subtitles ON/OFF. (Available only from the Main Menu Option Mode.)
- VOICE VOLUME - Adjust volume for character voices.
- BGM VOLUME - Adjust volume for background music.
- SE VOLUME - Adjust volume for sound effects.
- VIBRATION - Turn the Xbox Controller vibration ON/OFF.
- BRIGHTNESS - Adjust the brightness of your monitor. The ideal brightness for this game is set when the color bars beneath the red line are invisible. Your monitor must have a brightness adjustment feature to use this option.
- SCREEN ADJUST - Adjust the monitor position.
- CONTROLS - See the controller's button assignments. You can choose from A-TYPE, B-TYPE and C-TYPE.
- BACK - Return to the Title screen (or gameplay).
- DEFAULT - Restore the default settings.

Unlike Any Videogame Soundtrack Ever Produced.

© TOKYOPOP®

SOUNDS OF  
**ONIMUSHIA**  
SAMURAGOCH'S BEST SELECTIONS



Time Magazine Says...

"just listen to the score for Capcom's Onimusha.....

the result is both haunting and inspirational,  
reminiscent of majestic scores for films like Lawrence of Arabia."

Time Magazine - Fall 2001 "Music Goes Global" edition

◆  
**SOUNDS OF ONIMUSHIA**  
ORIGINAL SCORE BY MAMORU SAMURAGOCH  
AVAILABLE IN STORES NOW

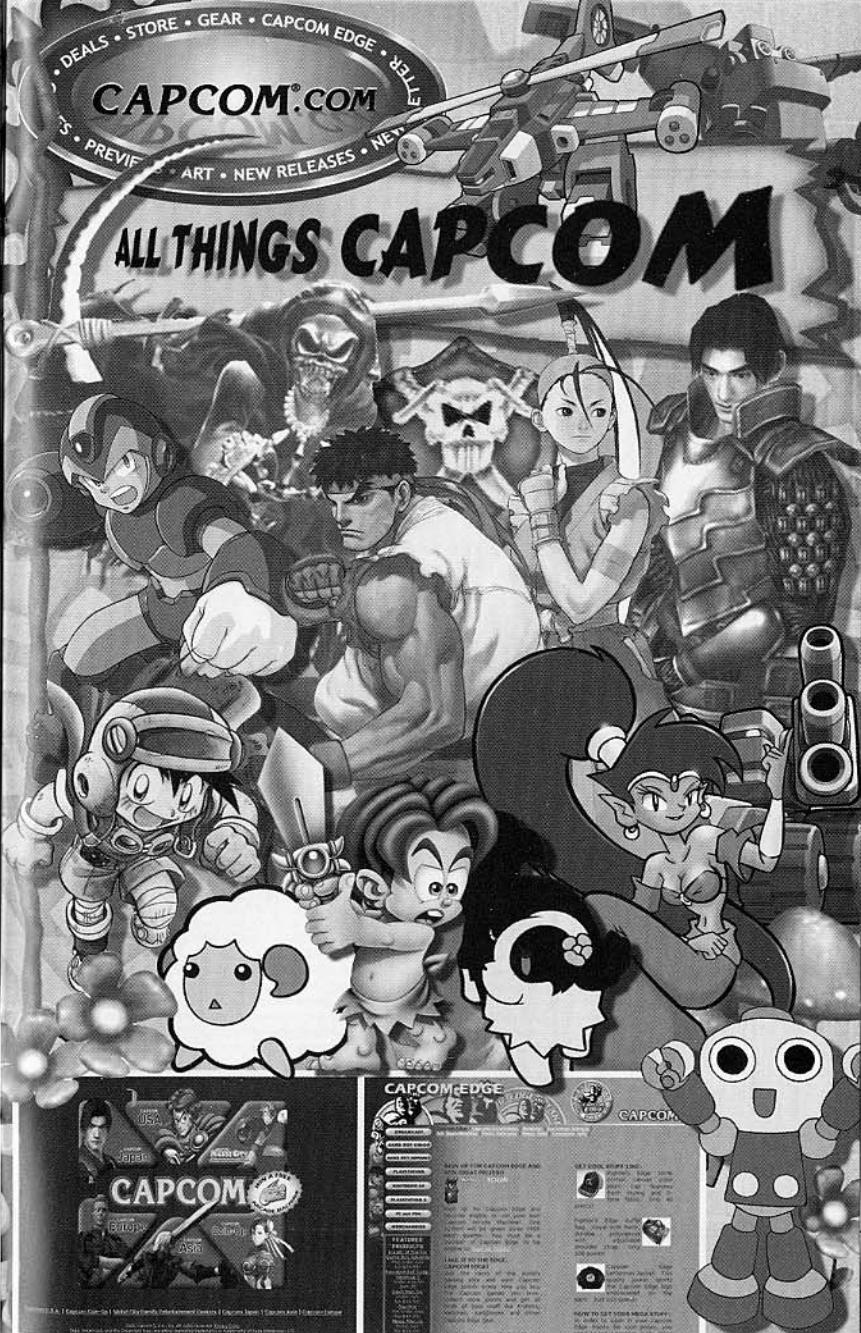
Composed by © Mamoru Samuragoch. Character Samanosuke Akechi by © Fu Long Production. © CAPCOM CO., LTD. 2002. ALL RIGHTS RESERVED.  
© CAPCOM U.S.A., INC. 2002 ALL RIGHTS RESERVED. Guest Creator: Takeshi Kaneshiro. GENMA ONIMUSHIA™ is a trademark of CAPCOM CO., LTD.  
CAPCOM® is a registered trademark of CAPCOM CO., LTD.

**CAPCOM®**

© TOKYOPOP®

DEALS • STORE • GEAR • CAPCOM EDGE •  
**CAPCOM.COM**  
S • PREVIEW • ART • NEW RELEASES • NEWS

**ALL THINGS CAPCOM**





## TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN ARCADE MACHINE.

## DON'T FIGHT IT! SIGN UP TODAY!

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE  
475 OAKMEAD PARKWAY

SUNNYVALE, CA 94086

Offer valid 9/1/99 to 7/31/02. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of-purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see [www.capcom.com](http://www.capcom.com) for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof-of-purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America, Microsoft and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 7/31/02.

For information on Capcom's Privacy Policy visit: [www.capcom.com](http://www.capcom.com)

GENMA ONIMUSHIA™

NAME  
ADDRESS  
CITY  
PHONE NUMBER  
DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

**CAPCOM®**  
[www.capcom.com](http://www.capcom.com)

© CAPCOM CO., LTD. 2002. © CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

### CREDITS

Manual Design: Hanshaw, Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson and Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongeluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Bill Gardner, Robert Lindsey and Customer Service.

### 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Xbox DVD-ROM ("DVD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

GENMA ONIMUSHIA™

**20** PTS.



GENMA ONIMUSHIA™

**20** PTS.

### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

